

## 1-TDC Invitational

### Gamblers Briefing

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Designer: Tamás Tráj

All rules in Section 3.2a of the UK Agility International Rules & Regulations apply to the Gamblers class. This briefing contains reminders as well as additional information specific to this course.

#### Opening:

The opening time is 30 seconds for all heights.

The start is worth 1 point in the opening if taken in the correct direction, as indicated by the timing.

If the start jump is not taken in the correct direction, then this jump must be repeated in the correct direction before you can begin to accumulate points. If it is not jumped in the correct direction before you take another obstacle, then the game is over and you must proceed to the finish jump.

The finish jump is live and if taken in any direction, will end your run. This jump has a 0 point value. Taking the finish jump the wrong direction or failing to stop the time at the end of the run will result in an E with all points deducted, resulting in no score.

Every obstacle can be taken twice for points in the opening (except the start jump). Contact to contact is not allowed, if you do, the 2<sup>nd</sup> contact will not score if you gained points on the first attempt.

Taking the same obstacle back-to-back is not allowed, if you do, the 2<sup>nd</sup> completion will not score if you gained points on the first attempt.

If you fault an obstacle, the judge will call "zero".

The dog may NOT take 2 (two) consecutive gamble obstacles in the *same* gamble (i.e. gamble 1 OR gamble 2) in succession (one after the other) during the opening period. If they do, they will receive points for those obstacles, but will be ineligible to earn points for the gamble, even if they complete it successfully.

For example, on a gamble numbered 1-4, if you take:

#1 you cannot take #2 in any direction but you can take any other gamble obstacle.

#2 you cannot take #3 in any direction but you can take any other gamble obstacle

#3 you cannot take #4 in any direction but you can take any other gamble obstacle and so on

If the dog takes 2 (two) consecutive obstacles from one gamble in the opening, they may still attempt the other gamble in closing and be awarded the points if they complete it successfully. Handlers may, however, do the *same* gamble obstacle 2 (two) times successfully for points during the opening without negating their opportunity to earn points for a successful gamble. They may also do 1 (one) obstacle in gamble #1 followed by 1 (one) obstacle in gamble #2, or vice versa.

There is a Bonus during the opening. The Bonus is obstacles A, B and C. If each obstacle is completed successfully, in order and direction, as numbered, without refusal and with the handler below the handler restriction line, you will gain 8 bonus points, in addition to the individual points. The Bonus can only be scored once in the game.

At the end of the opening, if you have started an obstacle (1 paw in a tunnel or on contact, or lifted for a jump), before the horn sounds, you will get credit for opening points if completed correctly, and we will call those points accordingly.

Handlers going through, under, or over any obstacle will result in elimination and 0 (zero) points will be awarded for the run.

Knocked bars will not be reset, any gamble jumps knocked down will nullify the gamble.

If the judge deems that the handler is “loitering,” waiting for the gamble horn to sound and not actively attempting to do another obstacle that has not already been scored twice, the judge will blow a whistle and the handler should go as quickly as possible to the finish jump. No gamble points will be awarded.

Stopwatches or other timing devices are allowed during the course walk-through, but may not be used as an aid during the actual competition.

#### The Gamble:

Refusals in the gamble will be faulted and therefore a refusal in the gamble will negate gamble points.

The handler restriction exists for both Gamble 1 and Gamble 2. Handler must be above the line.

**Gamble 1** - 10 point gamble – Complete white Circle numbers 1-5 in order.

**Gamble 2** - 20 point gamble - Complete grey Square numbers 1-5 in order.

#### **Gamble times:**

24", 22", 20" - 11 seconds.

16" - 12 seconds

12" & 8" - 13 seconds.

Select:

20" & 16" - 13 seconds.

12" & 8" - 14 seconds.

4" - 15 seconds.

A verbal briefing will not be held. However, there will be a Facebook post on the 1-TDC North American Invitational Facebook page, where you can ask the judges questions. This post will open on Saturday at 06.45 am and close at 07.15 am. The judge will post answers to any questions not covered in the UKI rulebook or the above briefing. If they are covered in the rules or in the briefing, the question will not be answered. Please ensure you have read this briefing and the Gamblers rules in the UKI rule book before you post your question.

